



PlayStation

NTSC U/C

# PlayStation

TM



SLUS-00035

# ROAD RASH



ELECTRONIC ARTS®

## **WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT), avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

## **HANDLING YOUR PLAYSTATION DISC**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



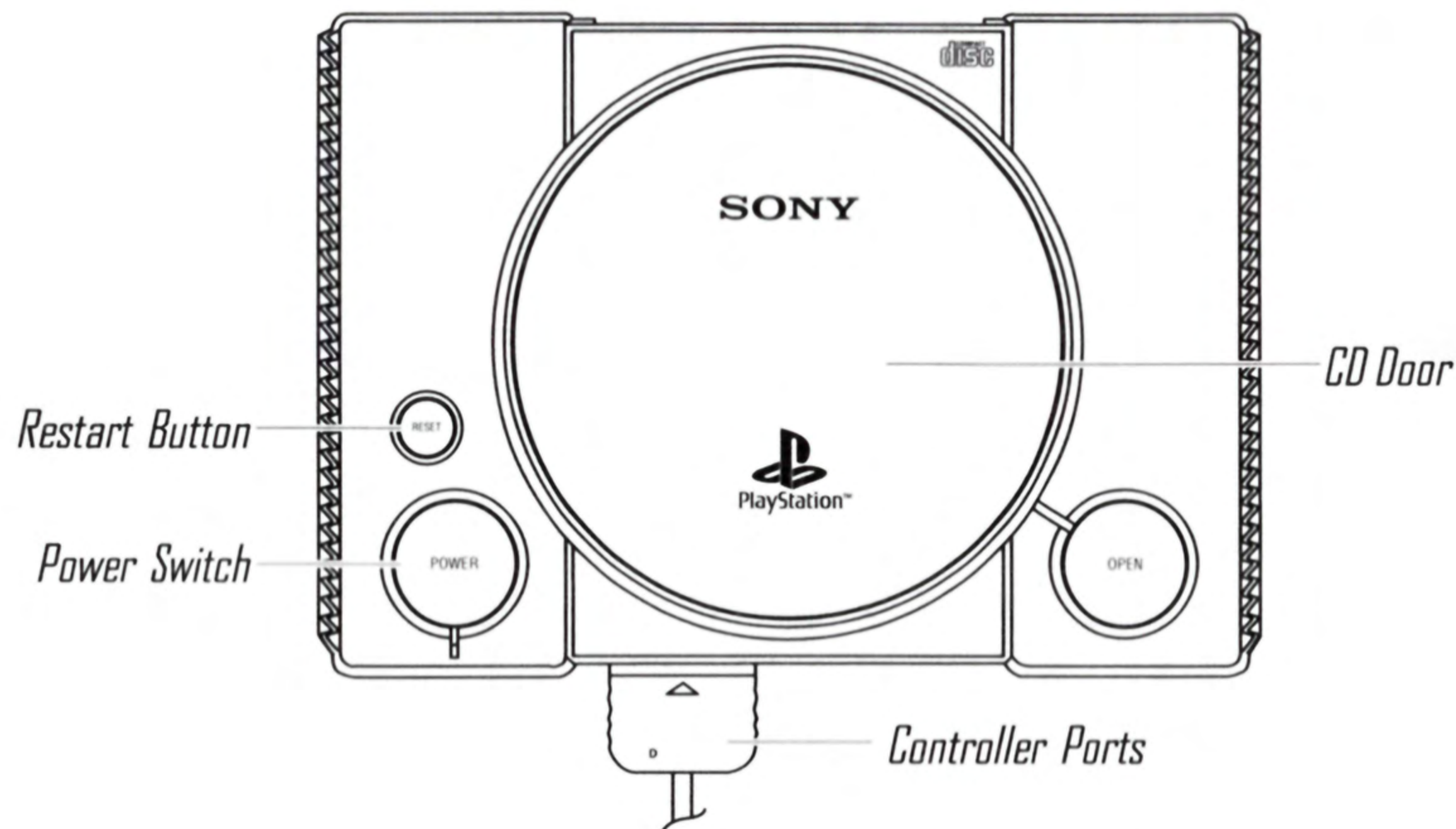
## CONTENTS

STARTING THE GAME .....	2	OLLEY'S SKOOT-A-RAMA .....	19
LAWYER'S BLURB .....	3	CONTROLLING YOUR BIKE .....	21
ROAD RASH.....	3	The Instrument Panel.....	22
CONTROL SUMMARY.....	5	PUNISHING YOUR OPPONENTS.....	24
THE START-UP MENU.....	7	Reactive Opponents .....	25
Thrash Mode .....	7	END OF THE RACE.....	26
Big Game Mode.....	8	Crossing the Finish Line.....	26
Restroom.....	8	Wrecked.....	26
ENTERING A RACE.....	8	Busted .....	26
WHO'S AFRAID OF THE BIG "BAD" GAME MODE? .....	9	ADVANCING THROUGH THE LEVELS.....	27
Character Selection .....	9	CREDITS .....	28
The Street .....	10		
DER PANZER KLUB.....	11		
Schmooze .....	12		
Bulletin Board.....	13		
RESTROOM .....	15		





## STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Road Rash™* disc, and close the CD door.
3. Insert game controllers and turn on the PlayStation game console.
4. Follow on-screen instructions to start a game. The STARTUP menu appears.



## LAWYER'S BLURB

We hope you find *Road Rash* as entertaining as we do. Games are a great way to act out fantasies in a virtual environment where no one gets hurt.

The game is meant for entertainment purposes only. Events in the game and in the video are fantasy and are not meant to model reality in any way.

In the real world, if you run from the police you'll go to jail; if you fall off your bike, you might not get back up. There's only one place for racing: a closed-circuit race track. There's only one way to ride: within the limits of your abilities and with full protective gear. Use your head.

## ROAD RASH







*Road Rash* explodes onto the PlayStation game console with more attitude and aggression than ever before! We've packed the world's most successful racing/combat game with awesome 3-D animations, tons of reactive video sequences, and some of the nastiest characters you'll find this side of anywhere! And, for your parents' listening discomfort, we've thrown in 14 original songs from six of the hottest alternative bands A&M Records has to offer.

Check out the adrenaline-pumping *Road Rash* introductory sequence, then sign up and race the circuit yourself. *Road Rash* contains five all-new courses in five unique locations up and down the golden state—from the tip of the Sierra Nevada to the shores of The City by the bay. Place in one of the top three positions on each track to advance to the next level. Qualify on each of the five courses on the fifth level to walk away with the *Road Rash* cup, the respect of your peers, and a bladder full of the bubbly stuff.

...and your parents said you'd never amount to anything!

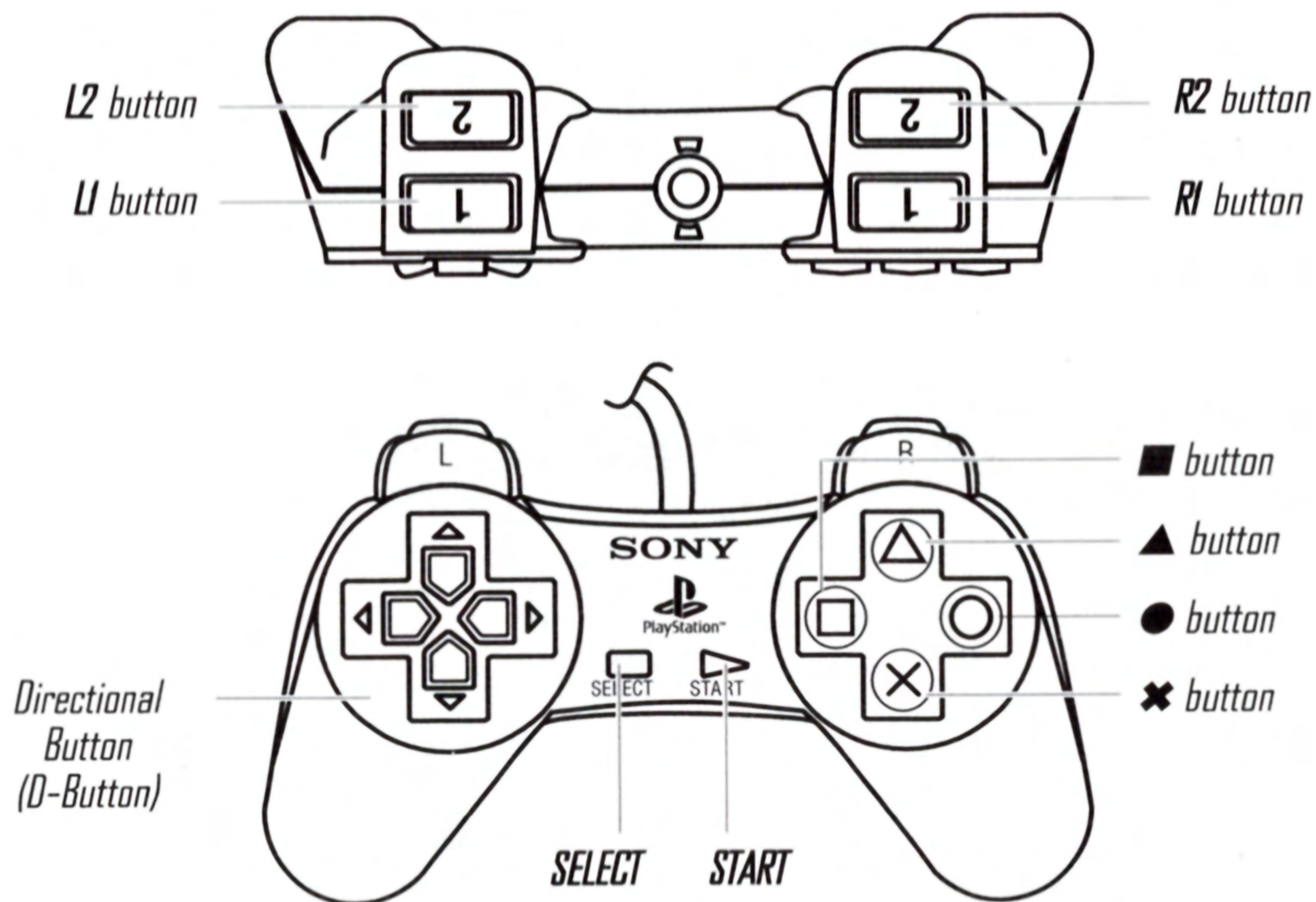


## ***ROAD RASH* FEATURES INCLUDE:**

-  Five race environments offering heart-stopping realism and all the lawless high-speed action *Road Rash* fans expect.
-  In-game action digitized from real-life for fierce combat and vicious wipe-outs you can almost feel.
-  Reactive opponents with individual personalities.
-  Seven memory slots to save your games-in-progress. (PlayStation memory card required.)
-  15 killer cycles, including Nitro-equipped Super-bikes.
-  Live-action video and raw, energetic music featuring Soundgarden, Paw, Swervedriver, Therapy?, Monster Magnet, and Hammerbox.



## CONTROL SUMMARY



### GETTING AROUND IN THE MENUS

**ACTION**

**COMMAND**

Highlight A Menu Item

D-Button **↑↓←→**

Accept Choice/Continue

**■, ×, or ●**



## CONTROLLING YOUR BIKE

ACTION	COMMAND
Steer Left/Right	D-Button ←→
Lean Left/Right	L/R
Brake	■
Accelerate	×
Nitrous Burst (nitro bikes only)	× (twice quickly)

## PUNISHING YOUR OPPONENTS

ACTION	COMMAND
Punch/Use Weapon	R2 or ●
Backhand Punch	● + D-Button ↑
Kick	L2 or ● + D-Button ↓
Grab Weapon From Opponent	R2 or ●

## GENERAL GAMEPLAY

ACTION	COMMAND
Pause/Continue Race	START
Quit Game	START + SELECT





## THE START-UP MENU

A dark, damp alley in the toughest part of town. Nobody, not even your high school guidance counselor, imagined you'd sink this low. You're a Road Rasher now and it's all about satisfying your fix for the next race.



### TO CHOOSE A START-UP MENU OPTION:

1. From the START-UP menu, D-Button  $\leftarrow\rightarrow$  to highlight an option.
2. Press  $\blacksquare$ ,  $\times$ , or  $\bullet$  to select the highlighted option.

### THRASH MODE

The stripped down, no frills version of *Road Rash*. Just pick a track (set Restroom options if you want), then hit the road.



## BIG GAME MODE

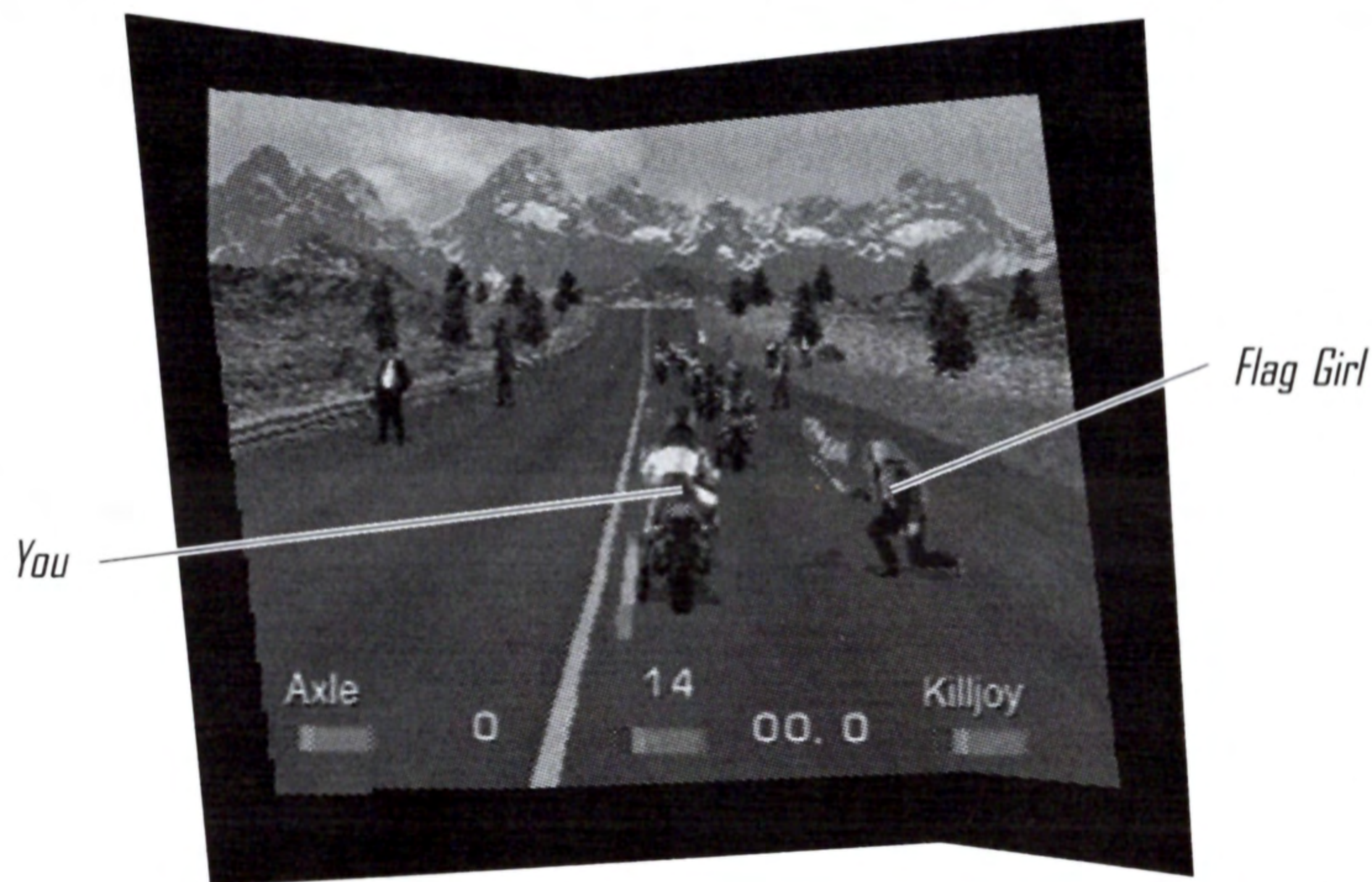
Immerse yourself in the *Road Rash* lifestyle—assume an alter ego, race the circuit for cash, and bust up the local club scene with your co-rashers between races. You can use your winnings to purchase new bikes, pay your fine if you get busted, and repair your scooter when you wreck.

## RESTROOM

Load or save games-in-progress and set race options. If you don't have any saved games, go ahead and choose a racing mode first; you'll get another opportunity to visit the Restroom later.

## ENTERING A RACE

If you're already chomping at the bit to hit the starting grid, here's the quickest way we know to enter a race.





- Check the *Control Summary* on p. 5, then choose THRASH MODE, select a track, and wait for the flag to drop.



To learn more about *Road Rash* before entering a race, read on.

## WHO'S AFRAID OF THE BIG "BAD" GAME MODE?

If you think you're *all that* (and a bag of chips), enter Big Game mode and let's see what you're really made of. Winning the Big Game circuit means more than just burning up the track; you've gotta select an alias who's size and personality complement your racing style and—in the later levels when the competition heats up—you'll have to spend some of that cash to purchase faster bikes.

- To enter Big Game mode, select BIG GAME MODE from the STARTUP menu. The CHARACTER SELECTION screen appears.

## CHARACTER SELECTION

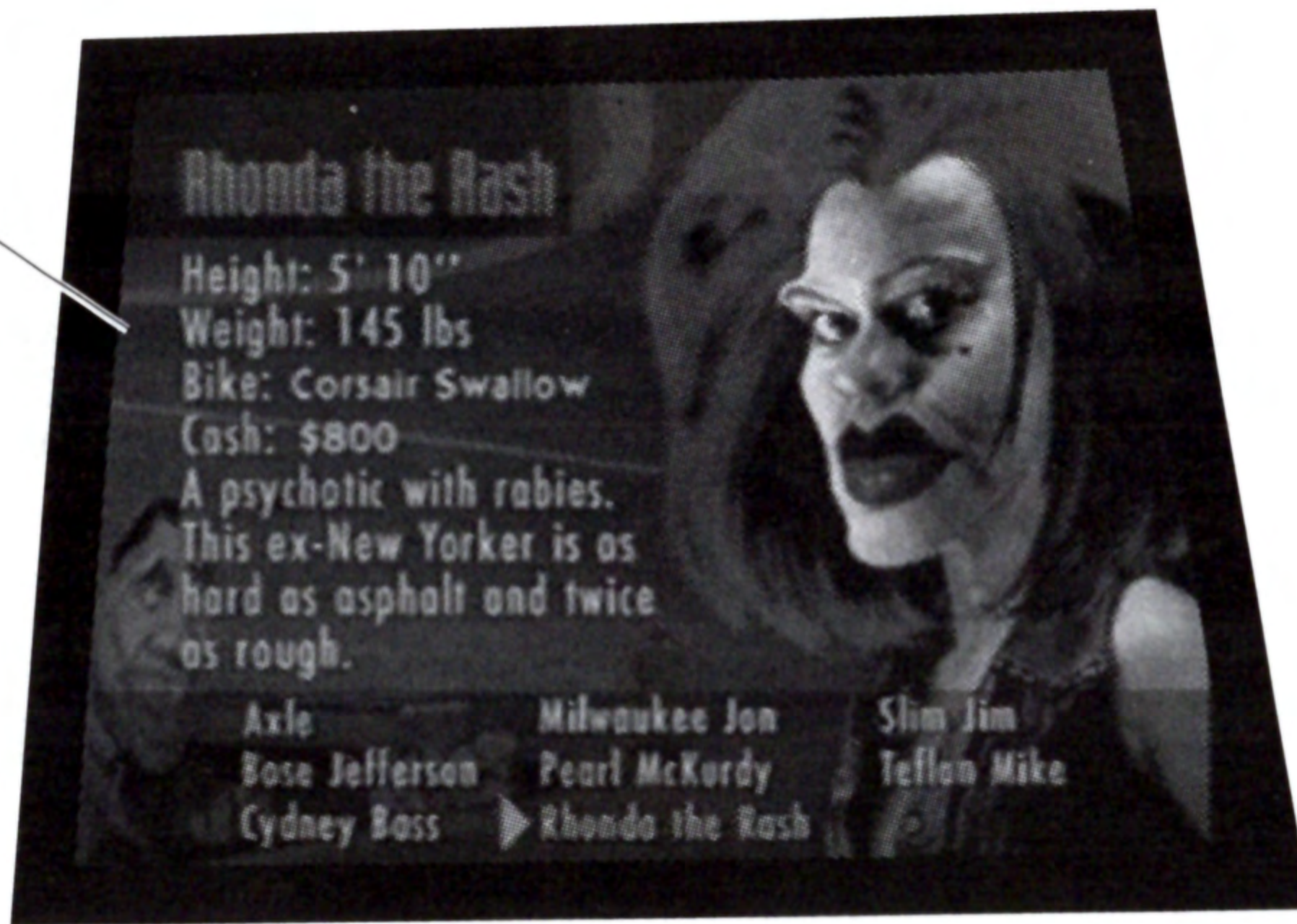
Remember those people you grew up with who—when you moved on to high school—seemed to fall off the face of the earth? Well, we combed all the bowling alleys, watertowers, and movie theater parking lots in town 'til we rounded 'em up. Choose your alter ego at the CHARACTER SELECTION screen; you can base your decision on bike, personality, size, and bank account.



As a rule of thumb, smaller rashers ride more quickly, while bigger rashers pack more punch. Rashers with bigger bank accounts? Well, they've got more money.



*Character  
Description*



**TO CHOOSE A CHARACTER:**

1. From the CHARACTER SELECTION screen, D-Button **↑↓←→** to highlight the character you want.
2. Press **■**, **✕**, or **●** to select the highlighted character. The Street appears.

## THE STREET

From The Street, you can duck in Der Panzer Klub to hang out with your fellow dirtbags before the race or take a peek at what's new on the showroom floor in Olley's Skoot-A-Rama.





## DER PANZER KLUB

Der Panzer Klub is where Road Rashers gather to soak up a little liquid courage before contests. From the Klub you can sign up for the next race on the circuit, schmooze with those select few rashers who *can* speak in complete sentences, or hit the Restroom to... uh, adjust things.





## SCHMOOZE

In addition to its speed, aggression, and vice, the *Road Rash* scene is *kind of* a social scene (demented and sad, but social). Cozy up to your favorite delinquents and find out what's on their dim-witted minds.

- ☠ Pay attention to what the other rashers have to say. They've been known to let racing tips slip out when they get loose.

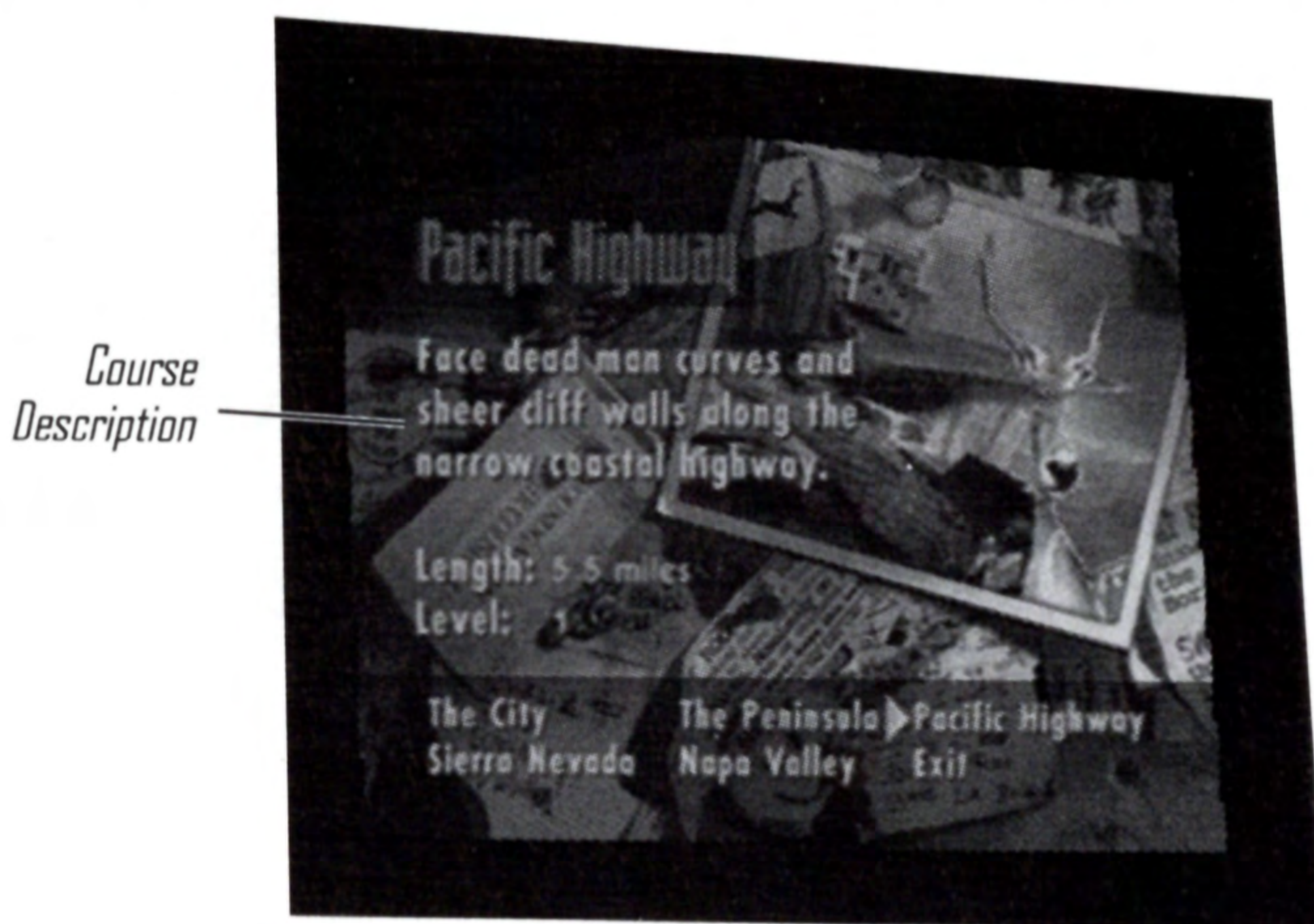


- To Schmooze the next rasher, press ■, ✕, or ●. When you've heard it all, the DER PANZER KLUB menu appears.



## BULLETIN BOARD

There's a bulletin board at Der Panzer Klub with postcards of all the tracks on the *Road Rash* circuit—this is where you sign up for your next race. Each postcard contains a description of the track along with the course length for the current level. When you qualify on a track, a checkered flag appears on its postcard.



### TO SIGN UP FOR A RACE:

1. From the BULLETIN BOARD screen, D-Button **↑↓←→** to highlight the track you want.
2. Press **■**, **✕**, or **●** to select the highlighted track. The game loads.
  - To return to Der Panzer Klub without selecting a course, select EXIT.

 When you arrive at the BULLETIN BOARD screen in Thrash mode, you can enter the Restroom by selecting RESTROOM.



## THE CITY

Rage through the most beautiful city in the world, where cable cars climb halfway to the stars. Commuters, pedestrians, and buildings (lots of 'em) make this one of the most challenging courses you'll face. Leave your heart in The City, but try to take the rest of your vital organs with you when you go.

## THE PENINSULA

Think you smell bacon? Wouldn't surprise us. The Peninsula boasts more cops than doctors and lawyers combined, and that's quite a feat for this affluent suburb. Your average rasher has a rap sheet as long as his or her arm, and you can bet the majority of it came from busts during races on The Peninsula.

## PACIFIC HIGHWAY

A pleasant ride through a beachside community, not much traffic and very little threat from The Fuzz. Sounds like a piece of cake, right? Wrong! The Pacific Highway is the most demanding course on the circuit. Its narrow tunnels, sharp corners, and sheer cliffs have brought lesser rashers to their skinned knees.

## SIERRA NEVADA

The Sierra Nevada course was a far easier ride before the latest logging restrictions went into effect. These days, it seems, every time you stray from the asphalt you run the risk of slamming into an evergreen. The branches may cushion your blow a bit, but the Damage Gauge is not quite as forgiving.







## NAPA VALLEY

What is it about Napa Valley that draws Sunday drivers in droves? The historic wineries, the rolling hills, the organic mud baths? Napa Valley may be the only course where you're safer riding in the left-hand lane than in the right. It's up to you, but rear-ending grandpa can be almost as damaging as a head-on collision.

## RESTROOM

The Restroom is where you find your game options. You can Load or Save games; choose Game and Player modes; set Player Level, Engine Sound, and Race Music; or drop a quarter in the Juke Box and spin a funky tune.





☠ Default options appear in **bold** type, in this manual.

#### TO CHOOSE RESTROOM OPTIONS:

1. From the RESTROOM menu, D-Button **↓↑** to highlight the option you want, then press **■**, **✕**, or **●** to select. The option's submenu opens.
2. From the submenu, D-Button **↓↑** to highlight the choice you want, then press **■**, **✕**, or **●** to select. The submenu closes.
  - To exit the Restroom, select EXIT

#### LOAD GAME (AVAILABLE WITH GAMES SAVED ONLY)

Load a saved game and continue racing the *Road Rash* circuit with your track qualifications, level progressions, and bank roll intact.

☠ The memory card used to save your game must be connected to your PlayStation game console in order to load the game.

#### TO LOAD A SAVED GAME:

1. From the RESTROOM menu, highlight LOAD GAME, then press **■**, **✕**, or **●** to select. The LOAD GAME menu appears.
2. From the LOAD GAME menu, highlight the game you want to continue, then press **■**, **✕**, or **●** to select. The LOAD GAME menu closes.
3. Exit the Restroom and continue your game.









## SAVE GAME (AVAILABLE WITH RACES COMPLETED ONLY)

It's a good idea to save your game after each track qualification; that way you won't lose your progress if you wreck, get busted, or if your bratty little brother decides to pull the plug on you.

 You must have a memory card connected to your PlayStation game console in order to save a game.

### TO SAVE A GAME-IN-PROGRESS:

1. From the **RESTROOM** menu, highlight **SAVE GAME**, then press , , or  to select. The **SAVE GAME** menu appears.
2. From the **SAVE GAME** menu, highlight the memory slot you want to save your game to, then press , , or  to select. The **SAVE GAME** menu closes. Your game is saved and the memory slot is labeled by your character's name.

 You can save over an existing game by selecting its memory slot from the **SAVE GAME** menu.

 To delete a saved game, check your PlayStation game console instruction manual.

**NOTE:** *Road Rash* only uses one block of your memory card to save all seven games.

## GAME MODE

The Game Mode options are the same options you get at the **START-UP** menu. Choose between **THRASH MODE** and **BIG GAME** mode.



## PLAYER MODE

You can play *Road Rash* by yourself, or you and a friend can take turns at the circuit. Choose **ONE PLAYER** or **TWO PLAYERS**.

☠ In Two Players mode, players alternate using the controller connected to Controller Port 1.

## PLAYER LEVEL (AVAILABLE IN THRASH MODE ONLY)

In Big Game mode, you've gotta qualify on each track to progress through the levels. In Thrash mode, you can use the Player Level option to set the race level. Select **LEVEL 1** through **LEVEL 5**.

## ENGINE SOUND

Turn engine sounds during the race **ON** or **OFF**. This option controls all 15 screaming choppers.

## RACE MUSIC

Set the music during the race **ON** or **OFF**. This option does not effect Juke Box selections.

## JUKE BOX

*Road Rash* contains 14 tunes by six A&M recording artists (okay, they're *bands*). At the Juke Box you can listen to all the tracks or play a special request.

- ☠ The **JUKE BOX** sub-menu goes one level deeper than the other Restroom Option menus.
- When the **JUKE BOX** menu appears, highlight a band name to open the **SONG** sub-menu, then select a song.

## EXIT

When you're ready to leave the Restroom, select **EXIT**. If you're in Big Game mode, the **CHARACTER SELECTION** screen appears. If you're in Thrash mode, the **BULLETIN BOARD** screen appears.



## OLLEY'S SKOOT-A-RAMA

As you progress through the levels in Big Game mode, a couple of things occur: you acquire lots of prize money and the competition speeds up exponentially. The only way to keep up with the pack is to step into Olley's Skoot-A-Rama and lay down some green on a meaner machine.

### TO PURCHASE A BIKE:

1. From Olley's Skoot-A-Rama, D-Button **↑↓←→** to highlight a Bike Class, then press **■**, **✕**, or **●** to select. The BIKE CLASS screen appears.
2. From the BIKE CLASS screen, D-Button **↑↓←→** to highlight the bike you're interested in purchasing, then press **■**, **✕**, or **●** to select. Olley gives you a close-up look at the bike.
3. From the PURCHASE screen, D-Button **←→** to make your decision. Press **■**, **✕**, or **●** to confirm.



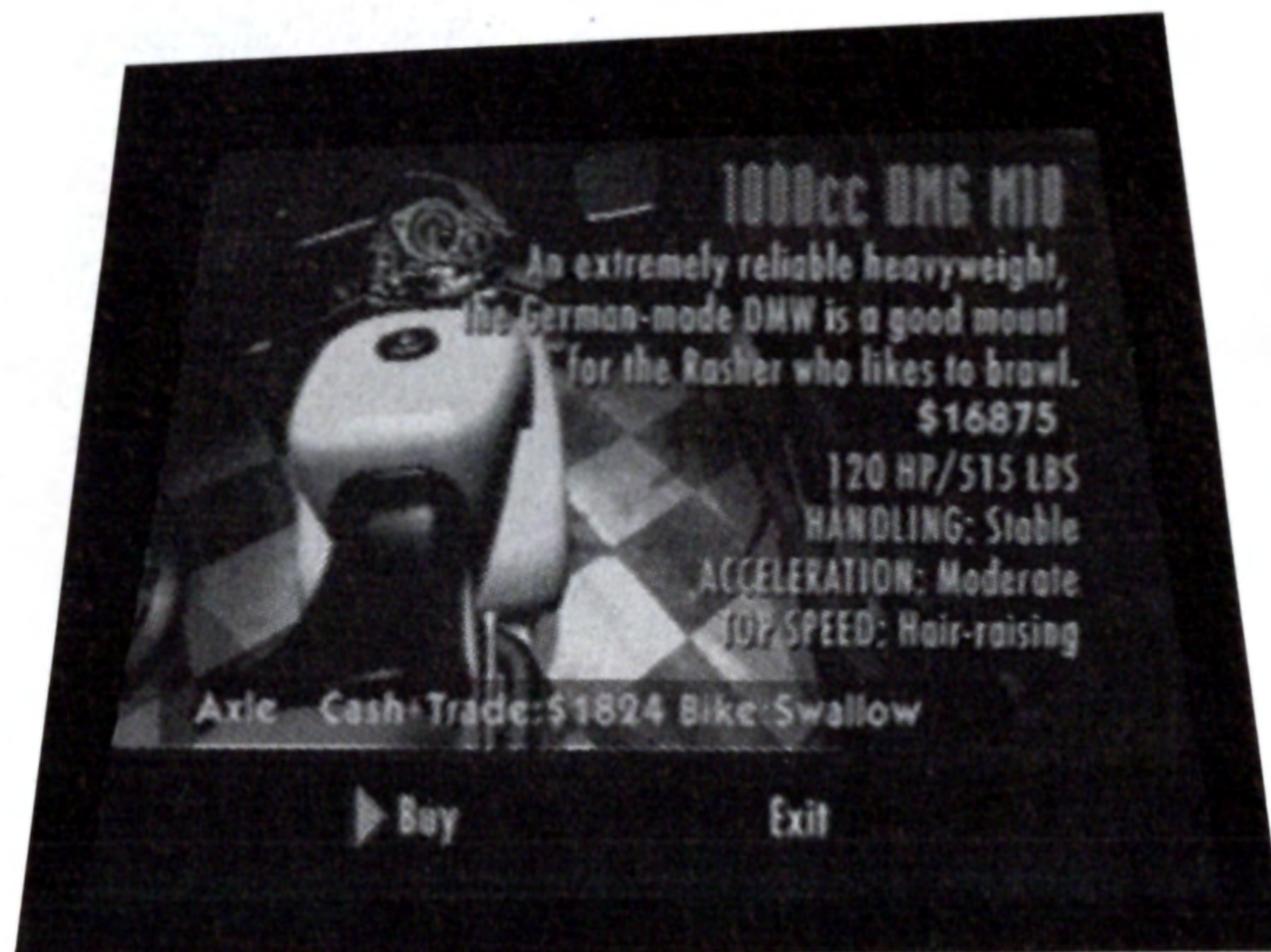


## RAT BIKES

Rat Bikes are the plankton of the racing food chain. Don't stay in this class long; you'll be lucky to qualify beyond Level 2 on one of these sorry cycles!

## SPORT BIKES

As you move up to the Sport Bike class you may need to adjust your riding technique just a bit. Brake into turns more often and keep your eyes peeled for oncoming cars—decision-making time becomes a luxury.



## SUPER BIKES

When you've got the funds to make a purchase from the Super Bike showroom, you're probably set to compete for the *Road Rash* cup. We've taken care of the speed; all you've gotta do is learn to survive on these crotch rockets!



## CONTROLLING YOUR BIKE

When you get out on the open road, you'll be racing at speeds up to 180 MPH—down mountain grades, along unpaved roads, over oil slicks and ice patches, and through construction sites. We can't tell you what decisions to make for each situation, but we *can* give you the basics.



### TO CONTROL YOUR BIKE:

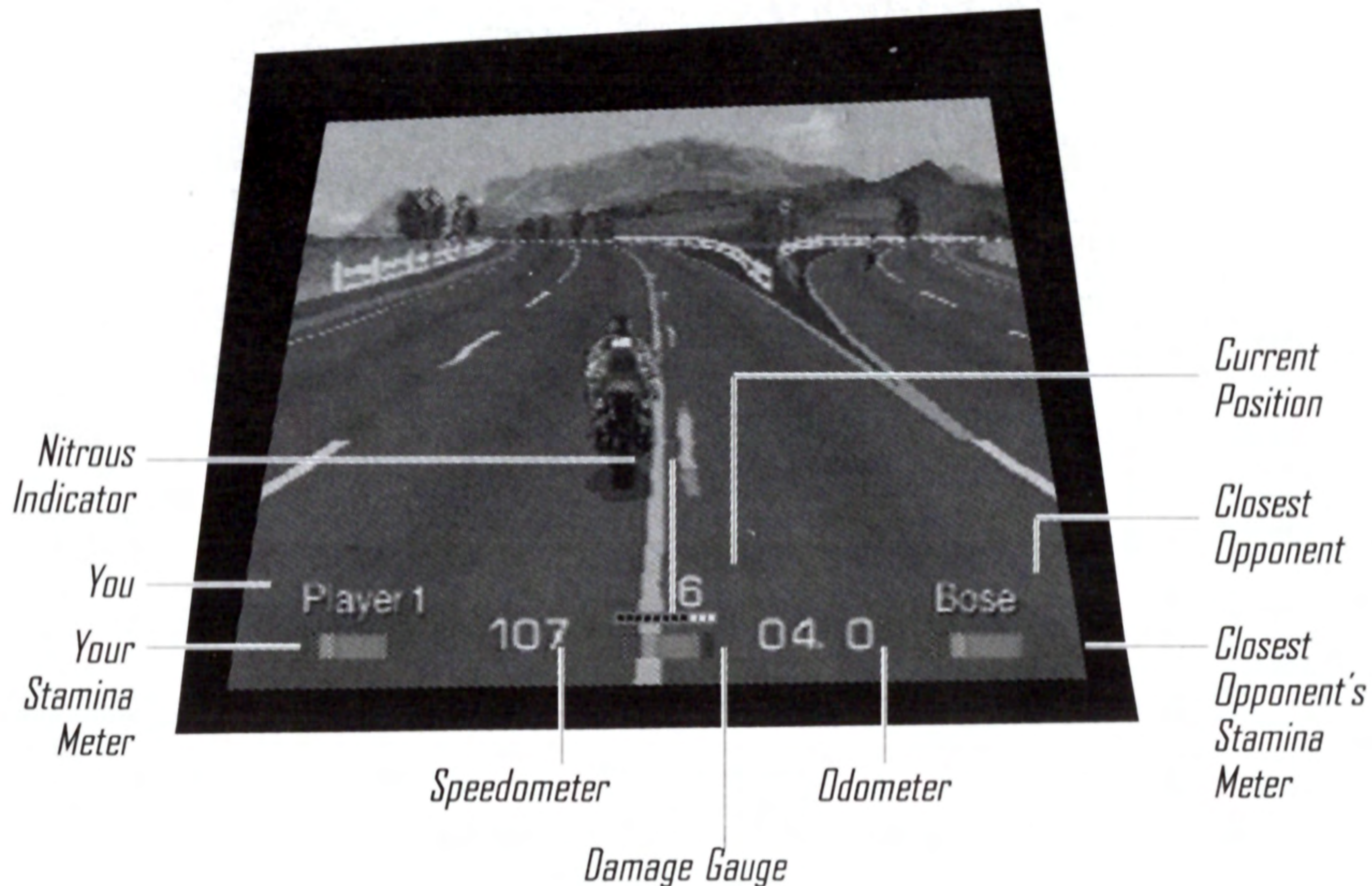
- To accelerate, press and hold ✕.
- To hit the brakes, press ■.
- D-Button ←→ to weave through your opponents, navigate turns, and avoid obstacles in the road.



- For less severe turning, press **U/Rl** to lean left/right.
- For power slides, D-Button **←→** in conjunction with **U** and **Rl**.
- When you're riding a nitrous-equipped bike, press **X** twice quickly and hold it down for a nitrous enhanced speed burst.

## THE INSTRUMENT PANEL

In the heat of a race, it's essential that you keep your eyes focused on the track, so we've provided you with a heads up display of vital information. One glance at these gauges should tell you everything you need to know.







## STAMINA METER

The Stamina Meter displays your endurance. The meter begins at full strength and is reduced each time an opponent lays a blow on you. When your Stamina Meter hits zero, you hit the pavement.

☠ If you're in the thick of a battle and your meter's dwindling, back-off until you recover a bit.

## DAMAGE GAUGE

The Damage Gauge tracks the condition of your bike, decreasing with each crash. Unlike the Stamina Meter, the Damage Gauge is not replenished during a race. When it's gone, so's your bike!

## CLOSEST OPPONENT

Your closest opponent may be in front of you, behind you, or on top of you. In any case, the Closest Opponent display gives you the skinny on his or her name and Stamina Meter.

## ODOMETER

The Odometer shows how far you've traveled from the starting grid. Memorize the length of the course from the Bulletin Board before each race so you can glance at the Odometer and figure out exactly how much further to the finish line.

## SPEEDOMETER

The Speedometer shows how fast you're moving. Watch how quickly the numbers go down while you're skidding along the asphalt!

## NITROUS INDICATOR (NITRO BIKES ONLY)

Nitro bikes line up at the grid with ten nitrous-oxide charges. Each charge boosts your bike with one nitrous-enhanced burst of speed and diminishes the Nitrous Indicator by one.



## CURRENT POSITION

You start each race in 14th place (in Thrash mode, you start in 15<sup>th</sup> place). Ideally, you'll want to finish in one of the top three positions. Regardless, the Current Position indicator keeps you informed of your position in the pack.

## PUNISHING YOUR OPPONENTS

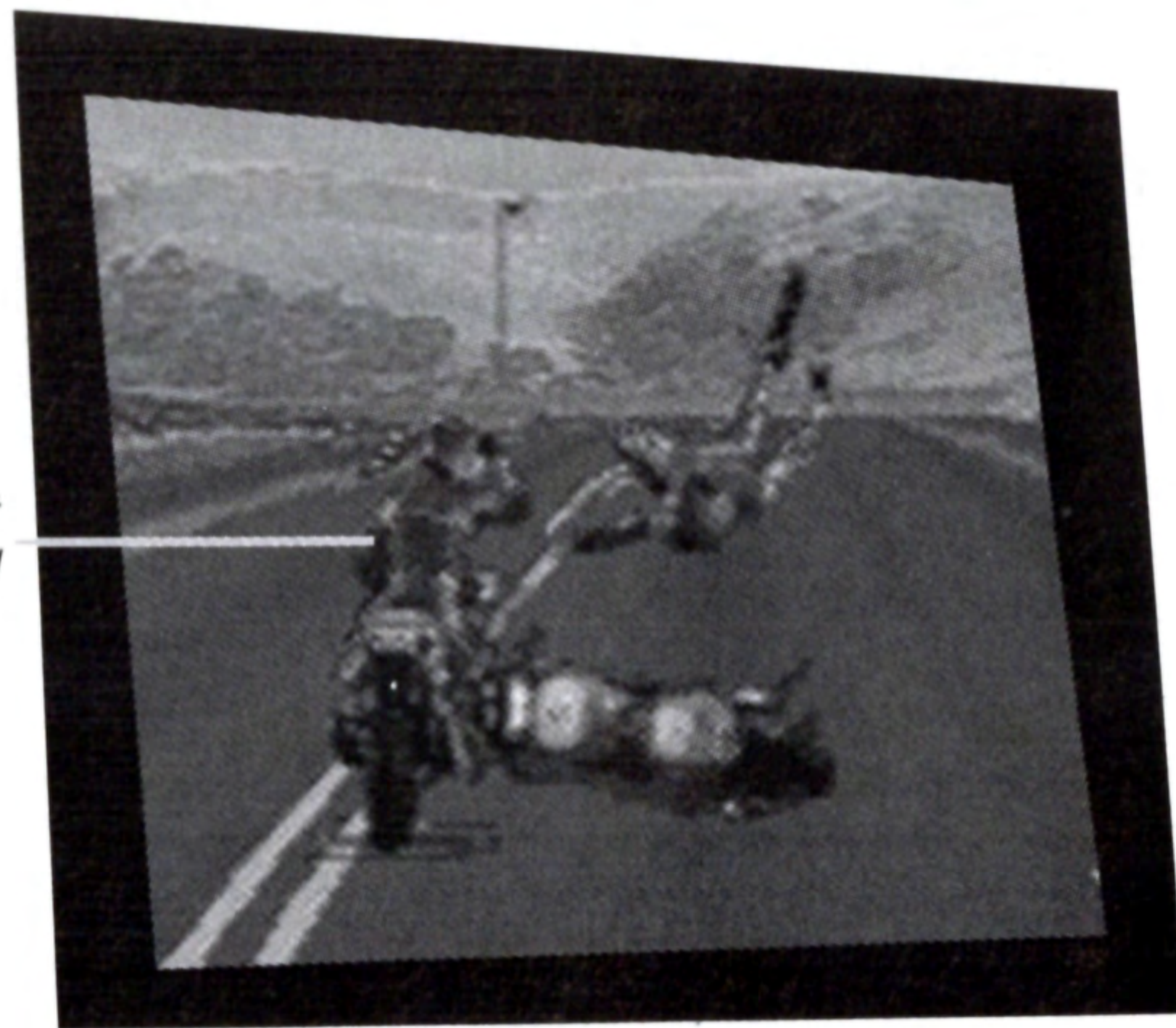
Not to take anything away from the fun of motorcycle racing, but it's hard to think of anything more appealing than beating the tar out of someone at 100 MPH, then watching as they bounce, skip, and skid along the pavement.



Some rashers begin each race with a weapon (either a chain or a bat). If your rasher starts out empty-handed, try to steal a weapon from an opponent.

**EA TIP:** The easiest way to get a weapon is to rip off a cop's billy club. As the cop attempts to pull you over, you'll have plenty of chances for the grab.

*You've got the chain!*





## TO FIGHT SUCCESSFULLY:

- To punch, press **R2** or **●** when you're near an opponent.
- To strike your opponent with a stinging backhand, press **●** + D-Button **↑**.
- To kick, press **L2** or **●** + D-Button **↓**.
- To steal a weapon, press **R2** or **●** to grab when your opponent takes a swing at you.
- To use a weapon, press **R2** or **●**.

**EA TIP:** During combat, use **L2** and **R2** instead of **●**, 'cause when pressing **●**, you have to lay off the accelerator and sacrifice speed for swings.

**EA TIP:** It takes several blows to send an opposing rasher to the pavement, but one well-timed kick can knock 'em into the oncoming traffic—from there, the cars will do the rest.

## REACTIVE OPPONENTS

When deciding whether or not to mix it up with one of your fellow rashers, remember one thing: rashers have reactive personalities; the attitude they hold toward you is based upon any action you've taken against them. Don't expect to schmooze a course tip out of a rasher you just spent 5.3 miles hammering into a pulp. *Do* expect that rasher to take a cheap shot at you at some point in the circuit.



## END OF THE RACE

Each race begins in exactly the same manner: you and 14 other rashers line up at the starting grid, wait for the flag to drop, then open up the throttle. A race can end in one of three scenarios.

- Press any button to continue through the RACE RESULTS screens.

## CROSSING THE FINISH LINE

Crossing the finish line in one piece is a major achievement. If your time is fast enough to qualify for one of the top three positions, you move on to the next track or level. If you don't place this go 'round, you can race the track again or move on to another one and return to it later in the circuit.

## WRECKED

As soon as your Damage Gauge hits zero, your bike is wrecked and you're out of the race. Any track qualifications you've racked up on the current level are revoked. In Big Game mode, you'll have to drop some dough to repair your ride. If you can't afford the labor rate, you're outta the game!

## BUSTED

Any time you stop near a cop you're gonna get busted—whether you crash or the cop pulls you over. When you get busted, you're yanked out of the race and your track qualifications on the current level are recalled. In Big Game mode, you've gotta pay your fine to stay on the circuit. If your cash flow comes up short, your game is over!



## ADVANCING THROUGH THE LEVELS

Qualifying on all five tracks of the first level advances you to the second level with no qualifications. During the second level, the tracks are longer, your opponents are more aggressive, and the bikes are faster. Qualify on all five tracks to move on again.

By the third level, you'll have trouble qualifying with the bike you started out with. Visit Olley's to see what kind of an upgrade you can afford. If your assets are too low, earn money by competing in more races. Continue to upgrade your bike throughout the circuit.

When you qualify on all five tracks of the fifth level, you're deemed *Road Rash* champion and the cup is presented to you with classically tasteless *Road Rash* regalia!



## CREDITS

### ROAD RASH PLAYSTATION TEAM

**Programming:** David Stokes, Joe Burfoot, Tim Learmont,  
Emmanuel Maa Berriet

**Director of Development:** Keith McCurdy

**Project Manager:** Stephen Barry

**Graphics:** Neil Strudwick, Margaret Foley

**Audio Programming:** Don Veca

**Additional Programming:** David Sullivan

**Tools Programming:** Software developed using RPAR by Walter  
Alden Tackett

**Executive Producer:** Randy Breen

**Associate Producer:** Orlando Guzman

**Assistant Producer:** Mike Lopez

**Product Manager:** Lisa Higgins

**Documentation:** Bill Scheppler

**Documentation Layout:** Tom Peters

**Package Design:** Michael Lippert

**Package Art Direction:** Nancy Waisanen

**Product Testing:** Richard Andrakin, David Costa, Alex DiRicco,  
Randy Eckhardt, Ben Lopez, Aaron McClay

**Quality Assurance:** Jeff "Cheap Shot" Juco, Mike "Daa Crusha"  
Edison, Jesse Abney

### ORIGINAL VERSION

**Programming:** Randy Dillon, Dan Hewitt, David Stokes, Emmanuel  
Maa Berriet

**Additional Programming:** Wei Shoong Teh, Don Veca, Tim  
Learmont, Frank Giraffe, Drew Topel, Irene Lee

**Graphics Tools:** Nancy Philippine

**Debugger:** Dominique Philippine

**Graphics:** Louis Sremac, Matt Sarconi, Neil Strudwick, Nathan  
Walrath, Margaret Foley, Oliver Wade

**3-D Graphics:** Dimitri Detchev

**Photography:** Robert Fujioka Studios, Inc.

**Game Music:** Don Veca

**Game Sound Effects:** Don Veca, Tony Berkeley, Marc Farly

**Course Tool Programming:** Thom Phillabaum

**Track Layout and Design:** Steve Murray, Jeff Glazier, Mike Lopez,  
Steve Matulac

**Game Design:** Randy Breen, Lori Washbon

**Writers:** David Luoto, Jamie Poolos

**Associate Producer:** Steve Murray

**Project Management:** Lucy Bradshaw

**Art Direction:** Jeff Smith, Lori Washbon, Dale Horstman

**Director of Development:** Keith McCurdy

**Producer:** Randy Breen

### GAME CAST

**Motorcycle Rider:** Denise "Bud Man" Kobza Jr.

**Motorcycle Cop:** Randy Breen

**Flag Girls:** Noreen Dante, Lisa Higgins

**Business People:** Lucy Bradshaw, Margaret Foley, Jeff Lee, Mark  
Douglas, Cyndi Hill, David Stokes

**Tourist:** Andrea Smith



**Pedestrian:** Emily Favors

**Joggers:** Randy Dillon, Audrey Gustafson

**Skateboarders:** Dave Luoto, Nathan Walrath

**Bikers:** Noreen Dante, Randy Dillon, Mark Douglas, Lisa Higgins,

Dave Luoto, Andrea Smith, Jeff Smith

**Boogie Boarder:** Dan Hewitt

**Beach Dwellers:** Dan Hewitt, Kara Mabry

**Divers:** Kara Mabry, David Stokes

**Tennis Player:** Jeff Lee

**Hitchhikers:** Margaret Foley, Randy Dillon

**Caltrans:** Mark Douglas, Dan Hewitt, Lisa Higgins, Dave Luoto,

Jeff Lee, Andrea Smith

## VIDEO PRODUCTION

**Director:** Rod Gross

**Line Producer:** Larry Lauter

**Director of Photography:** Robin Mortarotti

**Video Engineer:** Jim Rolin

**Key Grip:** Mark Otewalt

**Production Assistants:** Joe Cravelli, Stefanie Wasserman

**Wardrobe/Props:** Brenda Giguere

Camera Car: Jeff Bane

**Offline Editing:** Alan Babbitt, Rod Gross, Rod Swanson

**Online Assembly:** Jim Spadoni

## VIDEO POST-PRODUCTION

**Design of Effects & Logo Treatment:** Rod Swanson EA Director,

Good Pictures, San Francisco

**Special Effects & Additional Online Editing:** Randy Breen EA

Director, Rod Gross Director Western Images, San Francisco

**Color Correction:** Jeff Smith EA Director, Western Images, San Francisco

**Sound Effects:** Murray Allen EA Director, Music Annex, San Francisco

**Music & Audio Processing:** Tony Berkeley, Marc Farly

**Video Processing & Compression:** Media Lab EA San Mateo, Video Technology EA San Mateo

## VIDEO CAST

**Squad Car Driver:** Ron Boyer

**Motorcycle Cop:** Gato Samuels

**Cop:** Melissa Rogers

**Stunts:** Sean P. Donohue

**Motorcycle Riders:** Joel Bloom, Randy Breen, Joe Carrillo, Jeff Smith

**Race Conclusion Winners, Losers:** Joel Bloom, Randy Breen, Joe Carrillo, Randy Dillon, Stacey Hayes, Audrey Gustafson, Jeff Smith, Jeff Stokol

**Trophy Presenters:** Stacey Hayes, Lisa Higgins, Bill Lee, Nathan Walrath

**Delinquent Kid:** Anthony Marshall

**Bottle Bully:** Scott Gilliland

**Park and Run Driver:** Steve Murray

**Dog Trainer:** Bow Wow Productions



## MUSIC CREDITS

### Hammerbox

#### *Trip, Simple Passing*

Written by Carrie Akre, Harris Thurmond, James Atkins & Dave Bosch. Published by Fat Karma Music/Blue Zephyr Music (ASCAP). Produced by Michael Beinhorn.

© 1993 A&M Records, Inc.

From the A&M cassette & CD "Numb"

31454 0072 4/2

### Monster Magnet

#### *Dinosaur Vacume*

Written by David Wyndorf. Published by Songs of PolyGram International, Inc./Bull-God Music (BMI). Produced by Dave Wyndorf.

© 1993 A&M Records, Inc.

From the A&M cassette & CD "Superjudge" 31454 0079 4/2

### Paw

#### *The Bridge*

Written by Mark Hennessy and Grant Fitch. Published by Dinky Tone Music/Cyberpope Music (ASCAP). Produced by Mr. Colson & Paw. Mixed by Andy Wallace.

© 1993 A&M Records, Inc.

From the A&M cassette & CD "Dragline"

31454 0065 4/2

### Paw

#### *Pansy, Jessie*

Written by Mark Hennessy, Grant Fitch and Peter Fitch. Published by Dinky Tone Music/Cyberpope Music/Camel Face Music (ASCAP). Produced by Mr. Colson & Paw. Mixed by Andy Wallace.

© 1993 A&M Records, Inc.

From the A&M cassette & CD "Dragline"

31454 0065 4/2

### Soundgarden

#### *Rusty Cage, Outshined*

Music & Lyrics: Cornell. Published by You Make Me Sick I Make Music (ASCAP). Produced by Terry Date and Soundgarden

© 1991 A&M Records, Inc.

From the A&M cassette & CD "Badmotorfinger" 75021 5374 4/2

### Soundgarden

#### *Kickstand*

Lyrics: Chris Cornell. Music: Kim Thayil. Published by You Make Me Sick I Make Music/In One Ear And Out Your Mother Music (ASCAP). Produced by Michael Beinhorn & Soundgarden Mixed by Brendan O'Brien.

© 1994 A&M Records, Inc.

From the A&M cassette & CD "Superunknown" 31454 0198 4/2





### **Soundgarden**

#### ***Superunknown***

Lyrics: Chris Cornell. Music: Kim Thayil & Chris Cornell. Published by You Make Me Sick I Make Music/In One Ear And Out Your Mother Music (ASCAP). Produced by Michael Beinhorn & Soundgarden. Mixed by Brendan O'Brien.

© 1994 A&M Records, Inc.

From the A&M cassette & CD "Superunknown" 31454 0198 4/2

### **Swervedriver**

#### ***Last Train To Satansville, Duel***

Written by Adam Franklin, Jeremy Hindmarsh & Jimmy Hartridge. Published by EMI Music Publishing Ltd., admin. by EMI Blackwood Music Inc. (BMI). Produced by Alan Moulder and Swervedriver.

© 1993 A&M Records, Inc. Licensed from Creation Records Limited.

"Duel" video © 1993 A&M Records, Inc. Licensed from Creation Records Limited.

From the A&M cassette and CD "Mezcal Head" 31454 0129 4/2

### **Therapy?**

#### ***Teethgrinder***

Written by Andrew Cairns, Fyfe Ewing & Michael McKeegan. Published by Music Corporation of America, Inc. (BMI). Produced and Mixed by Harvey Birrell.

© 1992 A&M Records Ltd.

From the A&M cassette & CD "Nurse" 31454 0044 4/2

### **Therapy?**

#### ***Auto Surgery***

Written by Andrew Cairns, Fyfe Ewing & Michael McKeegan. Published by MCA Music Publishing, a division of MCA Inc. (ASCAP). Co-Produced by Chris Sheldon & Therapy?.

© 1993 A&M Records Ltd.

From the A&M cassette & CD "Hats Off To The Insane" 31454 0139 4/2

### **All music courtesy of A&M Records, Inc.**

To order any of these A&M releases call 1-800-888-8574. Shipping and handling charges will be incurred.

This compilation © & © 1994 A&M Records, Inc. All rights reserved. Unauthorized copying, reproduction, hiring, lending, public performance, and broadcasting prohibited. Printed in the U.S.A. A&M Records, Inc. P.O. Box 118, Hollywood, CA 90078.



## **ELECTRONIC ARTS LIMITED WARRANTY**

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS**—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

## **NOTICE**

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P. O. Box 7578, San Mateo, California 94403-7578, Attn: Customer Support.

**RETURNS AFTER WARRANTY**—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts, Customer Warranty, P.O. Box 7578, San Mateo, California 94403-7578



**TECHNICAL SUPPORT**—If you need technical assistance with this product, call us at (415) 572-2787 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time.

EA Tech Support Fax: (415) 286-5080

### HOW TO REACH US ONLINE

**CompuServe:** Game Publishers Forum A (GO GAMAPUB) or send e-mail to 76004,237

**America OnLine:** Send e-mail to ELECARTS

**Internet E-mail:** support1@ea.com or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

**World Wide Web:** Access our Web Site at <http://www.ea.com>

**FTP:** Access our FTP Site at <ftp://ftp.ea.com>

*If you live outside of the United States, you can contact one of our other offices.*

In **Australia**, contact:

Electronic Arts Pty. Limited

P.O. Box 432

Southport Qld 4215, Australia

(07) 5528 0800

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 835

Slough SL3 8XU, UK

Phone (753) 546465.

In **Australia:**

For Technical Support and Game Hints and Tips, phone the EA HOTLINE:

1 902 261 600 (95 cents per min.) ITM 7 days a week 10 AM—8 PM.

If you are under 18 years of age parental consent required.

Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, California 94404. Road Rash is a trademark of Electronic Arts. Electronic Arts is a registered trademark. ©1995 Electronic Arts. All music courtesy of A&M Records, Inc. All rights reserved. Any unauthorized reproduction of the material contained in this program is prohibited. Dolby and the double-D-symbol are trademarks of Dolby Laboratories Licensing Corporation.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 759405B



**ELECTRONIC ARTS®**